

Schützenkompanie

Confident

Veteran

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German

Early-War

Platoon	Qty	Unit	Points
Headquarters			
Schützenkompanie HQ - p.65	2	Cmd SMG team	45
	2	Motorcycle & Sidecar	
Combat Platoons			
Schützen Platoon - p.65	1	Cmd MG team	210
	1	Kfz 15 field car	
	1	Light Mortar team	
	6	MG team	
	4	Kfz 70 truck	
Schützen Platoon - p.65	1	Cmd MG team	210
	1	Kfz 15 field car	
	1	Light Mortar team	
	6	MG team	
	4	Kfz 70 truck	
Weapons Platoon			
Schützen Mortar Platoon - p.66	1	Cmd SMG team	125
	1	Motorcycle & Sidecar	
	1	Observer Rifle team	
	4	8cm GW34 mortar	
Light Infantry Gun Platoon - p.67	1	Cmd SMG team	70
	1	Kfz 15 field car	
	1	Observer Rifle team	
	1	Motorcycle & Sidecar	
	2	7.5cm leIG18 gun	
	2	Kfz 70 truck	
Divisional Support			
Panzer III Platoon - p.61	3	Panzer III F (late) or G	460
Tank-hunter Platoon - p.87	3	Panzerjäger I	250
Anti-tank Gun Platoon - p.87	1	Cmd SMG team	260
	1	Motorcycle & Sidecar	
	3	5cm PaK38 gun	
	3	Kfz 70 truck	
Light Panzerspäh Platoon - p.73	1	Sd Kfz 221 (MG)	120
	2	Sd Kfz 222 (2cm)	
Company Points:			1750

Source document: Hellfire and Back!

Arsenal

Tank Teams

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

Tanks

Panzer III F (late) or G	Fully-tracked	3	3	1	Co-ax MG, Hull MG, Protected Ammo.
<i>5cm KwK gun</i>	<i>24"/60cm</i>	<i>3</i>	<i>7</i>	<i>4+</i>	

Tank-hunters

Panzerjäger I	Half-tracked	0	0	0	
<i>4.7cm PaK(t) gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>8</i>	<i>4+</i>	<i>Hull mounted.</i>

Armoured Cars

Sd Kfz 221 (MG)	Wheeled	0	0	0	AA MG.
Sd Kfz 222 (2cm, early)	Wheeled	0	0	0	Co-ax MG.
<i>2cm KwK38 gun</i>	<i>16"/40cm</i>	<i>3</i>	<i>5</i>	<i>5+</i>	<i>Self-defence anti-aircraft.</i>

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
7.5cm leIG18 gun	Light	16"/40cm	2	5	3+	Gun shield, Smoke.
Firing bombardments		48"/120cm	-	3	6+	
8cm GW34 mortar	Man-packed	40"/100cm	-	2	6+	Smoke bombardment.
5cm PaK38 gun	Medium	24"/60cm	3	9	4+	Gun shield.

Infantry Teams

Team	Range	ROF	Anti-tank	Firepower	Notes
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
MG team	16"/40cm	3	2	6+	
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

Transport Teams

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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Trucks

Kfz 15 field car	Jeep	-	-	-	
Motorcycle & Sidecar or Kubelwagen	Jeep	-	-	-	Optional Passenger-fired hull MG.
Horch, Krupp, or Steyr Kfz 70 truck	Wheeled	-	-	-	

Vehicle Machine-guns

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

Special Rules

Light Panzerspäh Platoon - p.73

Light Panzerspäh Patrols operate as separate platoons, each with their own command team. Although its patrols operate as separate platoons for all other purposes, a Light Panzerspäh Platoon deploys all at the same time as a single platoon. For example, this means that you treat the entire Light Panzerspäh Platoon as a single platoon when calculating the number of platoons held in Ambush or Reserve.

Light Panzerspäh Platoon - p.73

Light Panzerspäh Platoons are Reconnaissance Platoons.

Schützenkompanie HQ - p.65

One German platoon within 8"/20cm of Rommel may make a normal move within its deployment area after both sides have deployed but before any Reconnaissance Deployment moves.

Any German platoon that Rommel joins passes all Motivation Tests on a roll of 3+ and may re-roll all failed Skill Tests to make Stormtroopers moves.